

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims**

- Sub D17
1. (Currently Amended) A gaming machine comprising:
- a housing;
  - a master gaming controller coupled to the housing designed or configured to control a game played on the gaming machine wherein the game comprises receiving a wager on an outcome for the game of chance, generating the outcome for the game of chance on the gaming machine and displaying the game outcome;
  - a display coupled to the housing for displaying the game controlled by the master gaming controller;
  - one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the gaming machine;
  - ~~a game server for providing one or more game services to a plurality of gaming machines within a network of gaming machines; and~~
  - a communication interface connected to ~~the~~ a network of gaming machines
  - a memory storing downloadable game software for generating different types of games played on a plurality of gaming machines;
  - wherein the gaming machine is capable of providing one or more game services, including downloading game software, to the plurality of gaming machines within the network of gaming machines and wherein the gaming machine is capable of downloading a first game software for playing a first game to a second gaming machine in the network of gaming machines wherein the second gaming machine executes the first game software to generate the first game on the second gaming machine and wherein the first game played on the second gaming machine comprises: receiving a first wager on a first game outcome for the first game, generating the first game outcome of the first game on the second gaming machine and displaying the first game outcome. ~~receiving game information from one or more gaming machines via the communication interface, controlling a game service of at least of a bonus game, a progressive game and combinations using the received game information and providing the bonus game, the progressive game and combinations thereof to the one or more gaming machines.~~
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2. (Original)The gaming machine of claim 1, wherein the game played on the gaming machine is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.
3. (Original)The gaming machine of claim 1, wherein the game service is progressive game play, bonus game play, accounting, game serving or game configuration.
4. (Original)The gaming machine of claim 1, wherein the gaming machines in the network are connected in one or more loops.
5. (Original)The gaming machine of claim 1, wherein the plurality of gaming machines are connected using fiber optic connections, wire connections, or wireless connections.
6. (Original)The gaming machine of claim 1, further comprising a concentrator for gathering information from a plurality of gaming machine in the network of gaming machines.
7. (Original)The gaming machine of claim 1, further comprising a translator that translates one communication protocol to another communication protocol.
8. (Currently Amended)The gaming machine of claim 1, further comprising a game server ~~wherein the game server is a component in at least one of the plurality of gaming machines in the gaming machine network.~~
9. (Currently amended)The gaming machine of claim ~~1~~8, wherein the game server includes a microprocessor, separate from the master gaming controller, for performing at least one of the game services ~~game server functions.~~
10. (Original)The gaming machine of claim 1, further comprising a memory device storing game information wherein the memory device is removable from the gaming machine.

11. (Currently Amended)The gaming machine of claim 1, further comprising a memory device storing game information from a plurality of gaming machines.

12. (Original)The gaming machine of claim 11, wherein the game information is a number of games played, a number of wins, a number of losses, a game event, and an amount of money wagered for one or more gaming machines.

13. (Currently Amended)The gaming machine of claim ~~11~~, wherein the gaming machine is capable of generating configuration commands and sending the configurations commands to the second gaming machine wherein the configuration commands are for reconfiguring one of hardware settings, game software settings on the second gaming machine. ~~the game information is game coding instructions that allow a master gaming controller to present the game to a player on the gaming machine.~~

C1  
14. (Currently Amended) The gaming machine of claim 1, wherein the gaming machine is capable of receiving game information from one or more gaming machines via the communication interface, controlling a game service of at least of a bonus game, a progressive game and combinations using the received game information and providing the bonus game, the progressive game and combinations thereof to the one or more gaming machines. ~~11, wherein the game information is game configuration information that configures a gaming machine for the game play of a particular game.~~

15. (Currently Amended)The gaming machine of claim 1, wherein the gaming machine is capable of displaying a list of games on the display available for game play on the gaming machine, receiving a selection of one of the games on the list, loading game software for the selected game from a memory store the game software and generating the selected game on the gaming machine using the loaded game software. ~~further comprising an input device and a display device wherein the input device and the display device enable a player to select the game for game play from a list of games displayed on the display screen wherein the for each game on the list of games are stored on the game server.~~

16. (Original) The gaming machine of claim 1, wherein the network is a progressive game network, a casino area network or a bonus game network.

17. (Currently Amended) A method for providing game services to a group of gaming machines connected in a network, the method comprising:

in a first gaming machine that comprises i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the first gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the first gaming machine; ~~v) a game server for providing one or more game services to a plurality of gaming machines within the network of gaming machines; and vi) v) a communication interface connected to the network of gaming machines, and vi) a memory storing downloadable game software;~~

communicating with ~~one or more gaming machines on a second gaming machine~~ in the gaming machine network wherein the second gaming machine is capable of generating a first game played on the second gaming machine each gaming machine presents a game to a player playing a game on the gaming machine;

determining that a gaming service is ~~required~~ for the second gaming machine one or more gaming machines in the network;

receiving game information used to provide the gaming service for the second gaming machine from the one or more gaming machines;

~~executing a server operation using the received game information to generate the gaming service for one or more gaming machines in the network; and~~

providing the game service to the second gaming machine one or more gaming machines in the gaming machine network wherein the game services include downloading game software and wherein the first gaming machine is capable of downloading a second game software for playing a second game different from the first game to the second gaming machine wherein the second gaming machine executes the second game software to generate the second game and wherein the second game played on the second gaming machine comprises: receiving a first wager on a first game outcome for the second game, generating the first game outcome on the second gaming machine and displaying the first game outcome. wherein the game service is at least one of a bonus game, a progressive game and combinations thereof.

18. (Original) The method of claim 17, wherein the game is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.

19. (Currently Amended) The method of claim 17, wherein the game service is game services comprise one or more of progressive game play, bonus game play, accounting, game serving or game configuration.

20. (Original) The method of claim 17, further comprising:  
    sending a signal requesting game information to a plurality of gaming machines connected to the network;  
    receiving game information from one or more gaming machines connected to the network; and  
    storing the game information from the plurality of gaming machines on the game server;

21. (Previously Amended) The method of claim 19, further comprising concentrating game information from a plurality of gaming machines and sending the game information to at least one of a translator or a game server.

C1 22. (Previously Amended) The method of claim 19, further comprising translating game information from a plurality of gaming machines from one communication protocol to another communication protocol and sending the game information to a game server.

23. (Previously Amended) The method of claim 17, further comprising,  
    sending a signal instructing the master gaming controller on a plurality of gaming machines to perform a game operation for the game service.

24. (Original) The method of claim 23, wherein the game operation is presenting a bonus game or displaying a progressive jackpot.

25. (Original) The method of claim 20, wherein the game information is selected from the group consisting of a number of games played, a number of wins, a number of losses, a game event, and an amount of money wagered for one or more gaming machines.

26. (Original)The method of claim 17, wherein the network is a progressive game network, a bonus game network or a casino area network.

27. (Currently Amended) A method for providing game ~~serv~~ing downloading to a group of gaming machines connected in a network, the method comprising,  
displaying a list of games on a first gaming machine;  
receiving a game selection signal for a game selection on the first gaming machine;

transmitting the game selection signal to a second gaming machine wherein the second gaming machine comprises i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the second gaming machine; ~~v) a game server for providing one or more game services to a plurality of gaming machines within the network of gaming machines; and vi) v) a communication interface connected to the network to a network of gaming machines and~~  
vi) a memory storing downloadable game software; and

download~~ing~~ receiving first game software for the game selection stored in the memory from the ~~to said first gaming machine from the game server on said second gaming machine~~ via the network and; wherein the coding instructions allow the master gaming controller on said first gaming machine to present the game selection to a player  
executing the first game software on the first gaming machine to generate a game outcome for the game selection on the first gaming machine.

28. (Original)The gaming machine of claim 27, wherein the game selection is selected from the group consisting of video poker, video black jack, slot games, keno, video pachinko or lottery.

29. (Currently Amended) A method for providing game configurations to a group of gaming machines connected in a network, the method comprising,  
configuring a first gaming machine with at least one of hardware settings, software settings and combinations thereof wherein the first gaming machine comprises

i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the first gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the first gaming machine; ~~v) a game server for providing one or more game services to a plurality of gaming machines within the network of gaming machines; and vi)~~ v) a communication interface connected to the network of gaming machines;

storing the game configuration information to a memory device ~~the game server~~ on said first gaming machine wherein the game configuration information comprises at least one of the hardware settings, the software settings and combinations thereof; and

downloading the game configuration information to a second gaming machine from ~~the game server on said~~ first gaming machine wherein the second gaming machine is capable of configuring itself one or more of the hardware or game software for generating a first game played on the second gaming machine using the downloaded game configuration information ~~from the first gaming machine wherein the game~~ configuration information includes game play limits for the first game.

C1  
30. (Original) The gaming machine of claim 29, wherein the game is selected from the group consisting of video poker, video black jack, slot games, keno, video pachinko or lottery.

31. (Currently Amended) The gaming machine of claim 29, wherein the game play limits are one or more of a hopper limit, a credit limit, a jackpot limit, a progressive limit and combinations thereof. ~~further comprising downloading game configuration information for the game to a third gaming machine from the game server on said first gaming machine wherein the third gaming machine is capable of configuring itself using the downloaded game configuration information.~~

32. (New) The gaming machine of claim 29, wherein the game configuration information includes game jurisdiction information.